

HATCH

CADian 2020



Hatch -1

Command : h (Hatch)

Type

PreDefined

ANSI31

Preview

Type : Custom

Type

- Use Hatch Pattern with active options such as spacing, angle, and color
- Existing Hatch Pattern or Use Hatch Pattern from Other Companies
- Using the Hatch Pattern created by user

Pattern

Pull-down list

- ANSI31
- ANSI31-Metric
- ANSI32
- ANSI32-Metric
- ANSI33
- ANSI33-Metric
- ANSI34
- ANSI34-Metric
- ANSI35
- ANSI35-Metric
- ANSI36
- ANSI36-Metric
- ANSI37
- ANSI37-Metric
- ANSI38
- ANSI38-Metric
- APPIAN2
- APPIANRN
- AR-B816
- AR-B816C
- AR-B88
- AR-BRELM
- AR-BRSTD
- ARCHT01
- ARCHT02
- ARCHT03
- ARCHT04
- ARCHT05
- ARCHT06
- ARCHT07

List Dialog Box

Custom pattern

TEST.pat Attach File

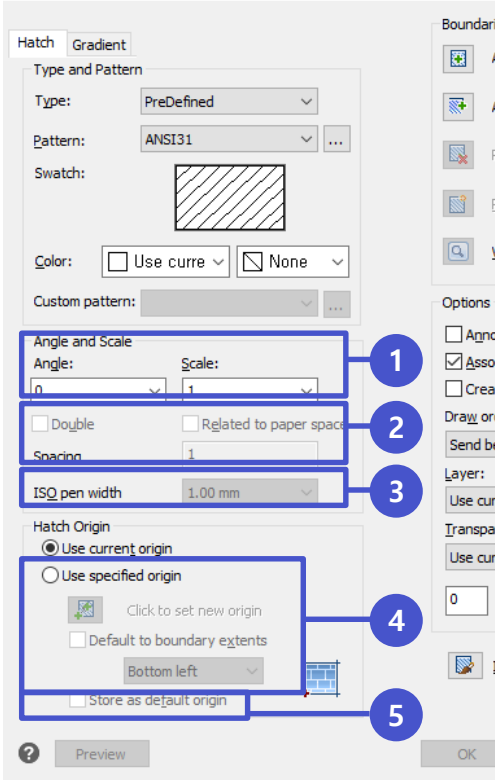
Path : E:\CADian\WCADian2017\Patterns\Wise

Hatch -2

Command : h (Hatch)

Command : he (Hatchedit)

Hatch and Gradient



1 PreDefined

Angle : 0 / Scale : 1

Angle : 45 / Scale : 4

2 Custom

Interval : 10
Uncheck : Double

Interval : 20
Check : Double

3 ISO Pattern

ISO Pen width : 1mm

ISO Pen width : 2mm

4 Use current origin

Specify origin

Specify origin + Center

After check Default to boundary extents

5 Store as default extents

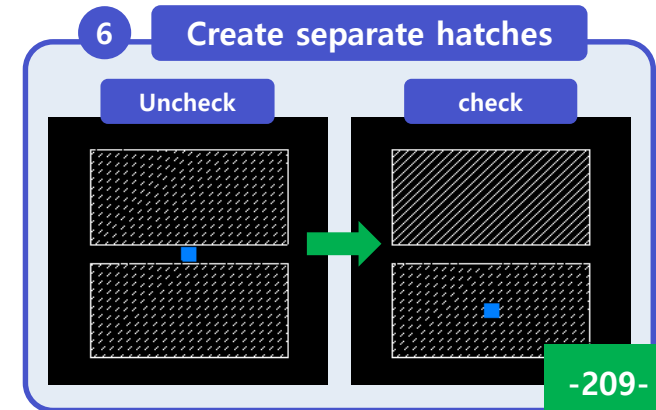
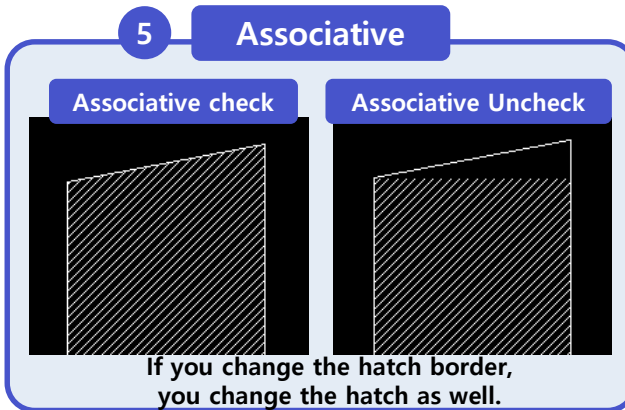
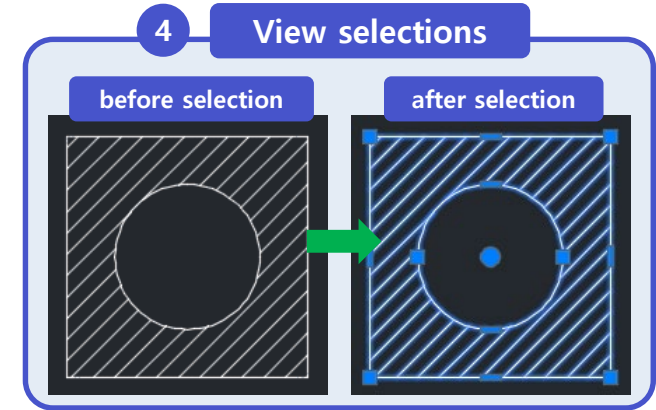
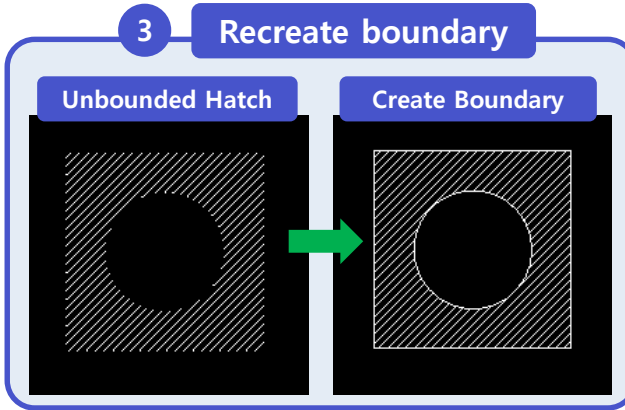
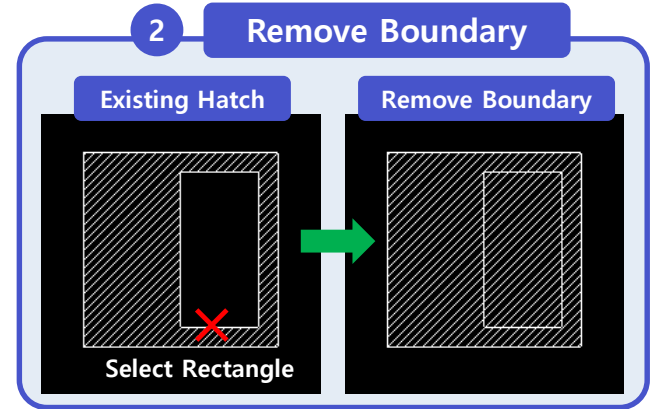
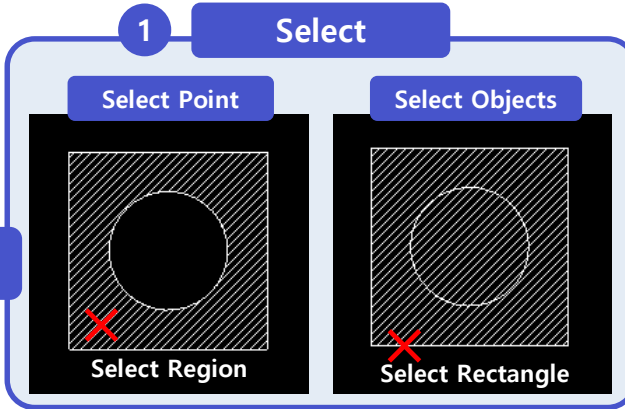
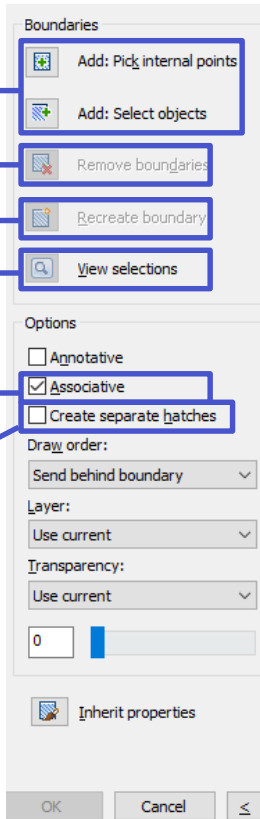
Before saving origin

After saving origin

Hatch -3

Command : h (Hatch)

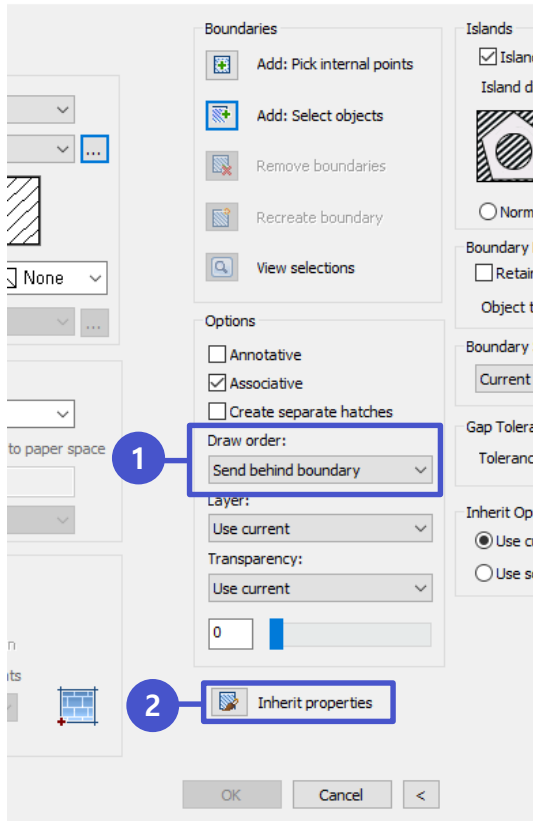
Command : he (Hatchedit)



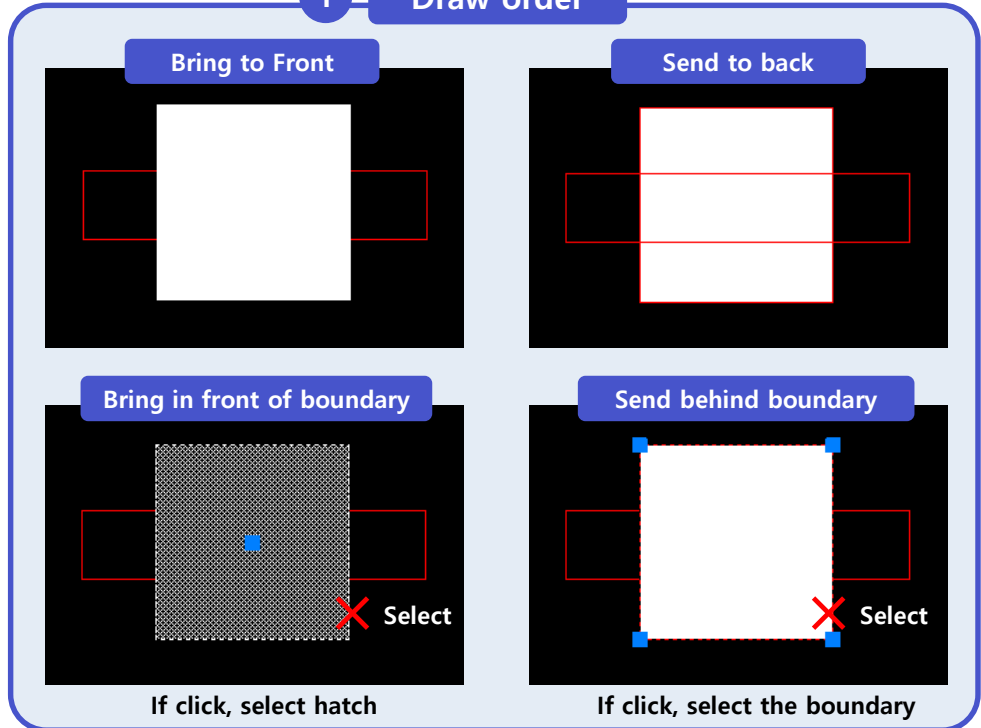
Hatch -4

Command : h (Hatch)

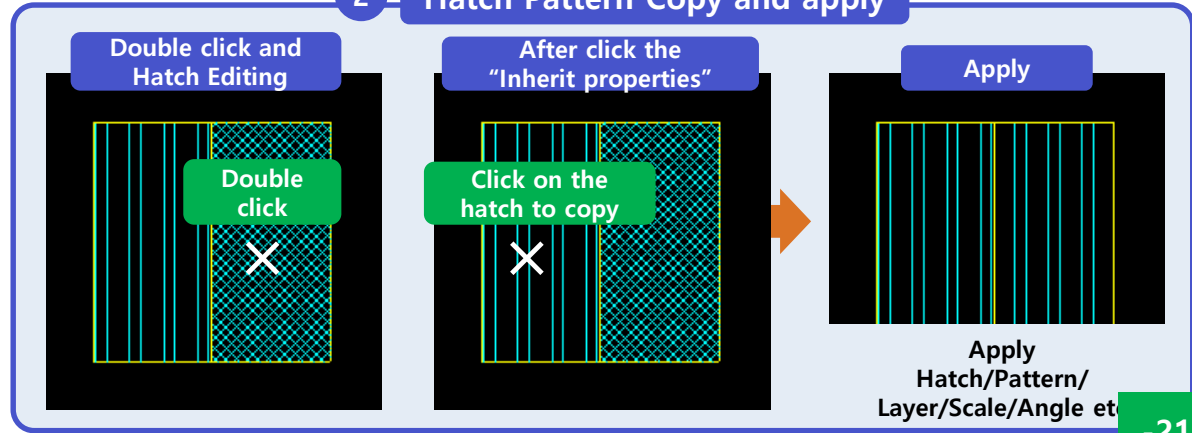
Command : he (Hatchedit)



1 Draw order



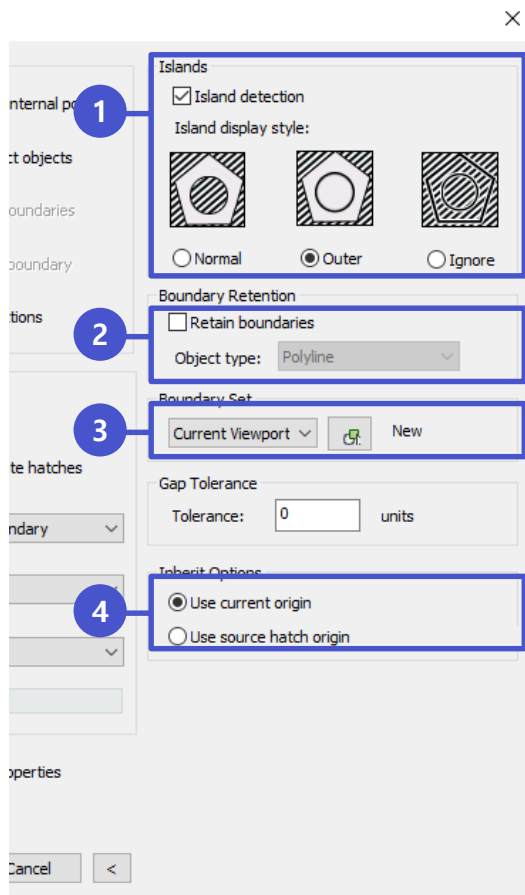
2 Hatch Pattern Copy and apply



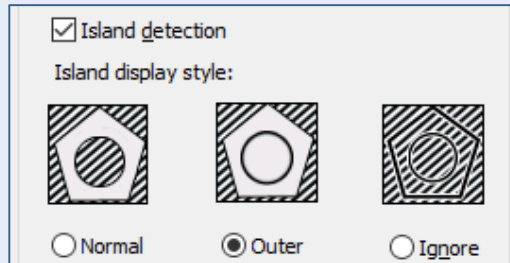
Hatch -5

Command : h (Hatch)

Command : he (Hatchedit)



1 Islands

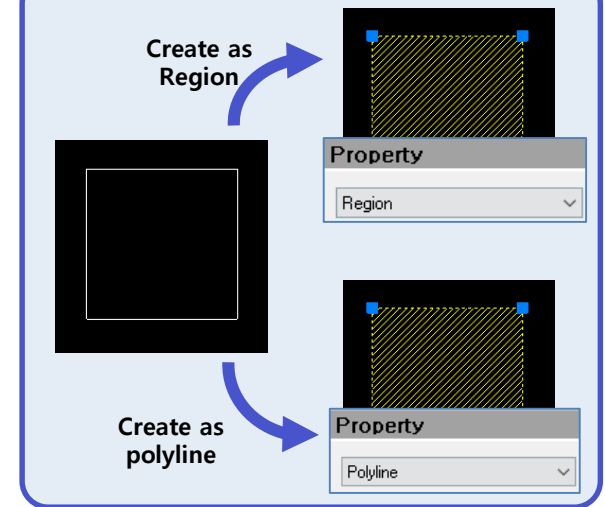


General: It does not fill until it finds another island Region in the inner island Region, under the condition of filling the inside of the outer boundary

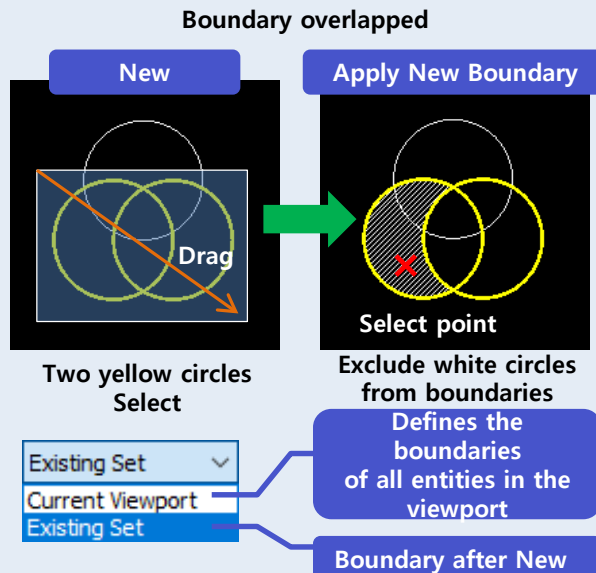
Outside: If you find an internal island Region in a condition that fills the inside of the outer boundary, it does not fill

Ignore: Ignore and fill the internal isolated Region

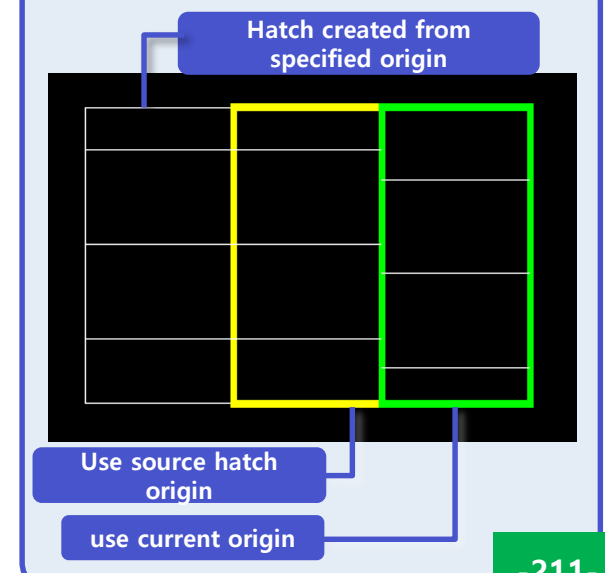
2 경계 유지



3 Boundary Set



4 Inherit Options



Hatch -6

Hatch training

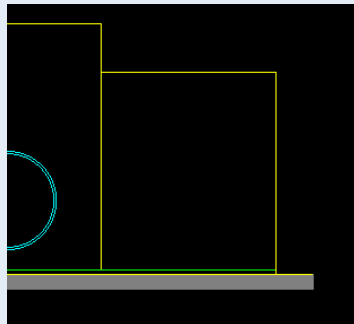
Practice

Decorate an External Wall with Hatch

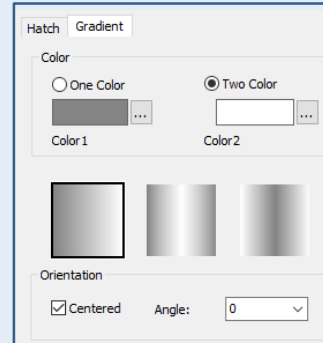
Note

-. If the entity is hard to selected, proceed with copying the hatch entity

Gradient Practice

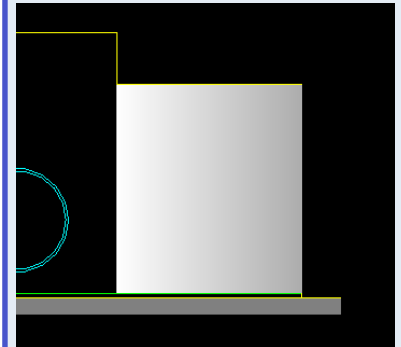


Gradient setting

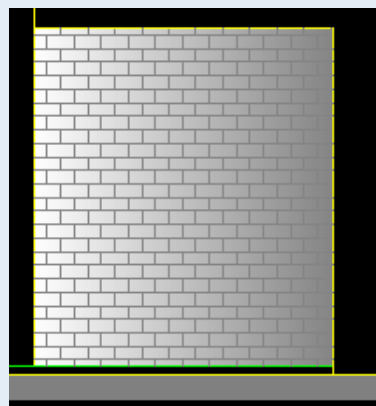


Color 1 : 252 / Color 2 : 7
Drawing Options :
Send to Back

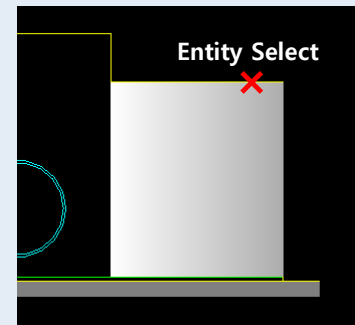
Apply Gradient



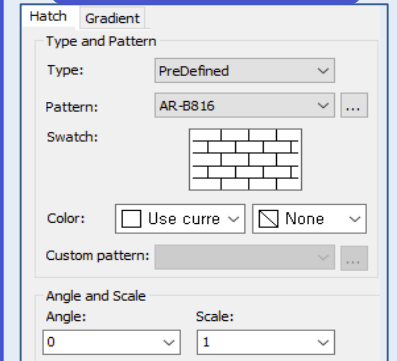
Apply Brick Hatch



Entity Select



Brick Hatch Settings



Drawing Options :
Bring to front